



Fayetteville Parks and Recreation Girls Youth Softball Rules Summary

	6U (Tee Ball)	8U	U10	14U	18U
Umpire	YES	YES	YES	YES	YES
Ball Size	10" RIF	11" RIF	12" Pitching Machine	11"	12"
# of Players on defense	ALL No Catcher	10 Catcher	10 Catcher	9 Catcher	9 Catcher
Duration of Game	45 Min. 5 Innings When time expires, game played in full No inning will start after 52min	55 Min. 6 Innings At time, game played in full unless there is a clear win No inning will start after 52min	55 Min. 6 Innings At time, game played in full unless there is a clear win No inning will start after 52min	55 Min. 6 Innings At time, game played in full unless there is a clear win No inning will start after 52min	55 Min. 6 Innings Must finish game to determine the winner Does not typically end in a tie
Equipment	Glove/Helmet 25"-26" Bat Fayetteville Uniform only Tennis shoes or Cleats NO OPEN TOE SHOES NO JEWELRY NO EXCEPTIONS	Glove/Helmet with Face Guard 27"-29" Bat Fayetteville Uniform only Tennis Shoes or Cleats NO OPEN TOE SHOES NO JEWELRY NO EXCEPTIONS	Glove/Helmet with Face Guard 28"-29" (18-20 oz.) Fayetteville Uniform only Cleats NO OPEN TOE SHOES NO JEWELRY NO EXCEPTIONS	Glove/Helmet with Face Guard 28"-30" (18-24 oz.) Fayetteville Uniform only Cleats NO SPIKES NO JEWELRY NO EXCEPTIONS	Glove/Helmet with Face Guard 29"-32" (20--oz.) Fayetteville Uniform only Cleats NO SPIKES NO JEWELRY NO EXCEPTIONS
Pitches/Strikes Rule	3 swings allowed Foul ball + 2 strikes = Out	3 swings in 7 pitches	3 swings in 7 pitches	Regular USSSA Rule Batter runs on dropped 3rd strike	Regular USSSA Rule Batter runs on dropped 3rd strike
Dead Ball Rule	Fielder makes an attempt to throw the ball back to pitcher	Pitcher has control of ball in infield unless already declared dead	Pitcher has control of ball in infield unless already declared dead	Pitcher has control of ball in circle unless already declared dead	Pitcher has control of ball in circle unless already declared dead
Advance Rule	Cannot advance more than 2 bases on ball that does not leave the infield (includes overthrows) No Stealing	Cannot advance more than 2 bases on ball that does not leave the infield (includes overthrows) Cannot advance on a 'wild pitch' No Stealing	Cannot advance more than 2 bases on ball that does not leave the infield (includes overthrows) Cannot advance on a 'wild pitch' No Stealing	Advancing on 'wild pitch' is allowed. Stealing is allowed	Advancing on 'wild pitch' is allowed. Stealing is allowed
Pitcher	Tee	Coach	Pitching Machine	Player	Player
Infield Fly Rule	Not in effect	Not in effect	Not in effect	In effect	In effect
Offensive Coach Allowed	3 - One at Tee, one at 1st and one at 3rd	3 - One pitching, one at 1st and one at 3rd	3 - One at machine, one at 1st and one at 3rd	2 - One at 1st and one at 3rd	2 - One at 1st and one at 3rd
Defensive Coach Allowed	3 Cannot touch players	2 Cannot touch players	0	0	0

Coaches, players, nor fans may dispute judgement calls made by an umpire.

Run Rule: 18 runs after 3 innings or 12 runs after 4 innings

Dropped 3rd Strike Rule: Only in effect when 1st base is not occupied or if there are 2 outs.

Infield Fly Rule: In effect when there are runners on first and second (or all three bases) when there are fewer than two outs and the batter hits a fly ball into fair territory which can be caught by an infielder with ordinary effort. The umpire must invoke the rule; if no umpire calls "infield fly," the rule is not invoked. It is a judgment call.

Inclement Weather: Game cancellations will be announced by 3:30 p.m. on weekdays and by 7:00 a.m. on Saturdays. For updates, please call the inclement weather line 443-PARK and enroll in the Fayetteville Alert System.

